

ABSTRACT OF THE DISCLOSURE

An electronic card game playable in an amusement device having a display includes an electronic deck of cards having a plurality of cards that each have an associated face value. A first layer of cards is disposed on a playing area and a second layer of cards is disposed in overlying relationship thereto. The rules include scoring points based upon a run of play which is a duration of time when the player can selectively remove cards that are one face value higher or lower than the face value of the last card in the shoe, permitting a card in the first layer to become playable when all the cards of the second layer which were partially covering the card in the first layer have been removed, and allowing three or more cards in the first layer to become playable when one card of the second layer is removed.